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in: Witcher190, Humanoid Races, Races

Dokkaebi



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The **dokkaebis** are a subspecies of goblins, or perhaps an ethnicity—it's unclear. Known for their pacific nature, they were among the many inhabitants of what is now the Northern Kingdoms before the appearance of humans. However, conflicts involving their goblin cousins with races such as [gnomes](#) and [dwarves](#) pushed them to migrate east. There, they founded their own kingdom, the kingdom of [Meru](#), and joined other races as one of the populations of the [Asatta Peninsula](#), eventually becoming one of the non-human ancestors of the Assatian humans who live there today.

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Dokkaebi	
A female dokkaebi	
Taxonomy	
Classification	Humanoid Race
Species	Goblinoid
Subspecies	Half-goblining Hobgoblin Muki Trasgu
Physiology	
Height	Comparable to that of a human in their early teens
Eyes	Brown or red
Ecology	
Lifespan	65 years
Intelligence	Human level
Nature	Pacific nature
Range	Nomadic as well settled in Bia Thin they were also present for a time in the Asatta Peninsula
Habitat	Nomadic, groups of them settled in the Asatta Peninsula and other

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founded the kingdom of
Meru in Bia Thin creating
cities and towns to live

Diet

Primarily herbivorous



Characteristics ⚡

The main difference between dokkaebis and goblins is their size. While goblins grow no taller than human children, dokkaebis, though much shorter than humans, can reach a size comparable to that of a human in their early teens. Females are taller than males, making both more physically imposing than goblins while still retaining a certain nimbleness and agility. Dokkaebi males can also have full facial hair, a trait uncommon and extremely rare among their goblin and leprechaun cousins.

Another notable difference is that dokkaebis have only one skin color: a soft green. Their eyes are mainly brown or red, unlike goblins whose skin can range from pale grey to various yellow or greenish tones and who have more varied eye colors.

In terms of facial features, goblins and another goblin subspecies, the leprechauns, have wrinkled visages resembling young gnomes. This is especially true for leprechauns with their huge noses. In contrast, dokkaebis have smooth skin, small mouths and noses, and large, slanted eyes with pointed ears, which they share with their goblin and leprechaun cousins. This gives them an almost eternally youthful and mischievous appearance, further contrasting the gremlin-like visages of their goblin and leprechaun relatives.

However, they have lifespans slightly longer than goblins, living around 65 years. Maturity is reached when they are 15 years old.

Due to their size, appearance, and pacific nature, dokkaebis were able to interbreed with other races, giving rise to the race known as gwisins in the Asatta Peninsula and what Nordlings and Nilfgaardians call half-goblins in Meru.

Like goblins, they are generally nocturnal creatures, but there are differences in their schedules. While goblins prefer the deep, dark hours just before dawn, dokkaebis are most active during the twilight hours, both at dusk and before sunrise. This difference likely stems from their larger size and need for better visibility compared to their smaller goblin cousins who can navigate the darkness with greater ease.

Their nocturnal nature does not prevent them from venturing out during the day, especially when necessary. However, prolonged sunlight exposure can be tiring for them, and they might seek shade or shelter during the hottest hours.

Their small mouths indicate that unlike goblins, their diet is primarily herbivorous. Dokkaebis are known for their love of fruits, nuts, and a variety of vegetation, which they forage in the forests and fields surrounding their settlements or

cultivate (at least in the case of those living in Meru). They do consume small insects both from the wild or from farms and occasionally fish and meat, but these are more for supplementary nutrition rather than dietary staples.

Culture ⚡

Originally, dokkaebis were nomadic, but in places such as Asatta and Meru, they became settled. In contrast to the leprechauns and their patriarchal societies, and similar to their goblin cousins, dokkaebis have a matriarchal society, though with less misandry, surely influenced by interaction with [Zerrikanian](#) traders, who also come from a matriarchal but quite egalitarian society. Misandry is still present in the form of playful jabs and teasing but rarely escalates to serious aggression.

Dokkaebi society is known for its emphasis on wit, riddles, and games. Competitions and challenges are a common form of entertainment. Even in love affairs, challenges and competitions are an important thing, as this allows female dokkaebis to test the skills and wit of potential mates and select the best.

Dokkaebi society, at least in Meru, primarily agrarian, with work based on farming tasks such as raising livestock (yak, water buffalo, sheep, goats, poultry) and growing crops, including grains and potatoes. The dokkaebis are largely self-sufficient in diet, raising enough for their daily needs. Meat is a small part of their diet and is preserved through salting or smoking, being in Bia Thin renowned for their preserved pork, which may be kept for 10 years or more. They produce a local alcoholic beverage made from grain, called sulima, which is similar to the strong Kaedweni wine in taste.

Economy is barter-based due to the nomadic nature of their culture with the only exception being present in Meru, where dokkaebis use coin to trade among themselves and with neighbouring countries.

Although pacific in nature, the struggles they have faced during their migration to the east, have forced them to develop ways of defending themselves. One of these is the martial art called at least in Meru, as ssireum.

Social Structure ⚡

As previously mentioned, their society is matriarchal and divided by clans, functioning similarly to Tuyotukian society in the sense that each clan has a specialization, including a clan specialized in leadership. In Meru, this leadership clan eventually became the royal family. The main difference with Tuyotukian society is the mobility, as they do not have a caste system. If one clan shows better skills in a subject than another, they can challenge the other clan to a competition, and if they win, they change positions. In Meru, this is true even for the royal family.

Magic ⚡

They are capable of magic, as magical objects created by dokkaebis, such as the dokkaebi gamtu, a hat that has the capacity to make the user invisible, have been reported. However, the extent of their magical abilities is not known, probably is similar to that of the gnomes.

Image Credits ⚡

- DALLE-3 with a lot of edition

Trivia ⚡

- They based on their mythological counterpart from Korean folklore mixed with the traditional concept of a goblin plus some subversions here and

there.

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